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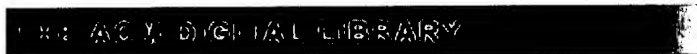
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S9	12	"6910068"	US-PGPUB; USPAT	ADJ	OFF	2007/06/19 18:22
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S14	51	"5701137"	US-PGPUB; USPAT	ADJ	OFF	2007/06/19 20:22
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S16	10	"6018741" and (mobile near communication or devices)	US-PGPUB; USPAT	ADJ	OFF	2007/06/19 20:28
S17	2101371	(mobile near communication or devices)	US-PGPUB; USPAT	ADJ	OFF	2007/06/19 20:28
S18	140	S17 and (managing near objects and tree)	US-PGPUB; USPAT	ADJ	OFF	2007/06/19 20:32
S19	1401	mobile near communicate\$3 and enabled and device	US-PGPUB; USPAT	ADJ	OFF	2007/06/19 20:32
S20	1331	S19 and S17	US-PGPUB; USPAT	ADJ	OFF	2007/06/19 20:32
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S22	60	"6046742"	US-PGPUB; USPAT	ADJ	OFF	2007/06/19 20:38
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- 1 [Management of mobile devices and resources: A remote personal device management framework based on SyncML DM specifications](#)



Hailiang Mei, Johan Lukkien

May 2005 **Proceedings of the 6th international conference on Mobile data management MDM '05**

Publisher: ACM Press

Full text available: pdf(335.13 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes a new design of the remote device management (RDM) framework, which is suited to personal devices. Once this Remote Personal Device Management (RPDM) framework is enabled, parties like manufacturing companies, service providers, and consumers can immediately benefit from gaining access to critical information about the operational status, maintenance functionalities and potential security issues of these devices. We give an overview and comparison of existing remote management ...

Keywords: RPDM, SyncML DM, access control, privacy, remote device management, security



- 2 [XBGP-MAN: an XML management architecture for BGP](#)

V. Cridlig, H. Abdelnur, R. State, O. Festor

July 2006 **International Journal of Network Management**, Volume 16 Issue 4

Publisher: John Wiley & Sons, Inc.

Full text available: pdf(629.30 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Network and system management paradigms have recently evolved towards flexible and lightweight integration approaches. These approaches are based on the transparent information-processing capabilities offered by both generous support for self-describing data enabled by XML as well as from the large base of existing underlying tools. BGP is, from a configuration point of view, one of the most complex protocols of the Internet and as such a very good validation environment for new management frame ...



- 3 [Commerce and Businesses: Self-managing, disconnected processes and mechanisms for mobile e-business](#)



J. Sairamesh, S. Goh, I. Stanoi, C. S. Li, S. Padmanabhan

September 2002 **Proceedings of the 2nd international workshop on Mobile commerce WMC '02**

Publisher: ACM Press

Full text available: pdf(351.90 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

With the tremendous advances in hand-held computing and communication capabilities,

rapid proliferation of mobile devices, and decreasing device costs, we are seeing a growth in mobile e-business in various consumer and business markets. In this paper, we present a novel architecture and framework for end-to-end mobile e-business applications such as purchasing, retail point of sales, and order management. The design takes into consideration disconnection, application context and failure modes t ...

Keywords: context-driven computing, disconnected computing, mobile computing, mobile e-business, self-managing systems, workflow

4 Disconnected processes, mechanisms and architecture for mobile e-business

J. Sairamesh, S. Goh, I. Stanoi, S. Padmanabhan, C. S. Li

December 2004 **Mobile Networks and Applications**, Volume 9 Issue 6

Publisher: Kluwer Academic Publishers

Full text available:  pdf(625.38 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With the tremendous advances in hand-held computing and communication capabilities, rapid proliferation of mobile devices, and decreasing device costs, we are seeing a growth in mobile e-business in various consumer and business markets. In this paper, we present a novel architecture and framework for end-to-end mobile e-business applications (e.g., point of sales). The architecture takes into consideration disconnection, application context, synchronization, transactions and failure recovery ...

Keywords: failure recovery, mobile commerce, mobile disconnection, mobile e-business, remote disconnection, seamless business transaction

5 Ubiquitous device personalization and use: The next generation of IP multimedia communications

Ron Shacham, Henning Schulzrinne, Srisakul Thakolsri, Wolfgang Kellerer

May 2007 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 3 Issue 2

Publisher: ACM Press

Full text available:  pdf(301.74 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Service usage in emerging ubiquitous environments includes seamless and personalized usage of public and private devices discovered in the vicinity of a user. In our work, we describe an architecture for device discovery, device configuration, and the transfer of active sessions between devices. The presented architecture uses the Session Initiation Protocol (SIP) as a standardized, widely used signaling protocol for IP-based multimedia services. Our solution includes support of simple existi ...

Keywords: Internet multimedia, Location-based services, mobile communications, ubiquitous computing

6 A mobile computing middleware for location- and context-aware internet data services

Paolo Bellavista, Antonio Corradi, Rebecca Montanari, Cesare Stefanelli

November 2006 **ACM Transactions on Internet Technology (TOIT)**, Volume 6 Issue 4

Publisher: ACM Press

Full text available:  pdf(316.77 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The widespread diffusion of mobile computing calls for novel services capable of providing results that depend on both the current physical position of users (location) and the logical set of accessible resources, subscribed services, preferences, and requirements (context). Leaving the burden of location/context management to applications complicates service design and development. In addition, traditional middleware solutions tend to hide location/context visibility to the application level an ...

Keywords: Mobile computing, adaptive services, context awareness, location awareness, middleware, mobile agents, policies

7 Impact of statistical multiplexing on voice quality in cellular networks

Thomas Enderes, Swee Chern Khoo, Clare A. Somerville, Kostas Samaras

April 2002 **Mobile Networks and Applications**, Volume 7 Issue 2

Publisher: Kluwer Academic Publishers

Full text available:  pdf(239.13 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper examines the quality of transmission of voice over cellular, packet-switched networks. The medium access mechanism in the uplink is simulated under various statistical multiplexing scenarios in order to assess the effect of front-end clipping on voice quality. Moreover, the simulation is implemented in a real-time demonstration platform utilized to acquire subjective indicators of voice quality by performing Mean Opinion Score (MOS) tests. Results from the MOS tests are reported, and ...

Keywords: cellular networks, speech pattern, statistical multiplexing, voice quality

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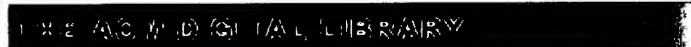
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1 System technology: Software framework for managing heterogeneity in mobile collaborative systems



Carlos D. Correa, Ivan Marsic

 November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work GROUP '03**

Publisher: ACM Press

Full text available: pdf(658.54 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Heterogeneity aspects in mobile collaborative systems, such as differences in user's interest, semantic conflicts across different domains and representations, and disparate device capabilities, cause difficulties in developing software applications. One of the key problems for collaborative applications is maintaining a consistent shared state. In this paper, we describe a framework that manages several aspects of heterogeneity to maintain consistency across the collaborating sites. We assume gr ...

Keywords: consistency maintenance, content adaptation, mobile computing, scene simplification, virtual worlds



2 The Roma personal metadata service

Edward Swierk, Emre Kiciman, Nathan C. Williams, Takashi Fukushima, Hideki Yoshida, Vince Laviano, Mary Baker

October 2002 **Mobile Networks and Applications**, Volume 7 Issue 5

Publisher: Kluwer Academic Publishers

Full text available: pdf(221.38 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

People now have available to them a diversity of digital storage facilities, including laptops, cell phone address books, handheld devices, desktop computers and web-based storage services. Unfortunately, as the number of personal data repositories increases, so does the management problem of ensuring that the most up-to-date version of any document in a user's personal file space is available to him on the storage facility he is currently using. We introduce the Roma personal metadata service t ...

Keywords: data synchronization, distributed data storage, distributed databases, metadata, mobile computing, personal systems



3 Ubiquitous device personalization and use: The next generation of IP multimedia communications



Ron Shacham, Henning Schulzrinne, Srisakul Thakolsri, Wolfgang Kellerer

May 2007 **ACM Transactions on Multimedia Computing, Communications, and**

Applications (TOMCCAP), Volume 3 Issue 2**Publisher:** ACM PressFull text available:  [pdf\(301.74 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Service usage in emerging ubiquitous environments includes seamless and personalized usage of public and private devices discovered in the vicinity of a user. In our work, we describe an architecture for device discovery, device configuration, and the transfer of active sessions between devices. The presented architecture uses the Session Initiation Protocol (SIP) as a standardized, widely used signaling protocol for IP-based multimedia services. Our solution includes support of simple existi ...

Keywords: Internet multimedia, Location-based services, mobile communications, ubiquitous computing

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